LOST RUINS OF ARNAK

A Missing Rulebook Page

To the owners of Lost Ruins of Arnak and its expansion,

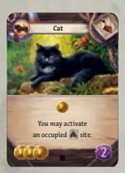
It has come to our attention that our rulebooks are missing a last page, covering some important rules clarifications. We regret this error.

The missing page is included below.

Your CGE team

1 April 2022

Notes on Selected Cards

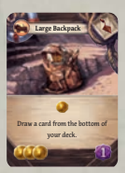


Cat

When you play the *Cat* card, check the room for a dog (either the *Dog* card in play, or an actual, living dog). If the room has a dog, move the *Cat* card to a high spot overseeing the room, as far from the dog as possible, until the dog leaves.

Dog

When you draw the *Dog* card, check the room for a cat. (Not the *Cat* card; we're talking only about an actual cat this time.) As long as the *Dog* is in your hand or play area, you must pet the *Dog* before taking your turn's main action. If you fail to do so, exile the *Dog*. This limitation ceases to apply if the cat leaves the room.



Large Backpack

It's large, but not that large. If a player is caught trying to stuff something larger than an ostrich into the *Backpack*, they need to logically explain how it fits inside. If they fail to do so, they must bribe the witnesses with the promise of one coin after the game ends. If they fail to keep this promise, they automatically lose the game.

Notes on the Leaders

CAPTAIN – When you travel to a site with another archaeologist present, that archaeologist joins your team – repaint that archaeologist to your color.
Tip: Use spray paint. Try not to get it on the board.

FALCONER – If you move your eagle token beyond the last space of the track, Farwing flies away. Remove the token from the game and throw it out the window.

BARONESS – Any time you gain an item thanks to *Special Delivery*, you must lift the item as high as possible and then drop it. If it lands on your board, you gain the item; if not, it is lost forever.

PROFESSOR – As a member of academia, you must be held to a higher standard: Every time someone catches you referring to a component using an incorrect or informal term, you must pay a coin to the bank. Remember, they are not "your little dudes." They are archaeologist figures in your color.

EXPLORER – After playing the chocolate snack token to run away from a site with a guardian, check whether this guardian was the Ants or the Hornets. If so, the guardian will follow you to the new site, and the chocolate token gets eaten. (Only thematically. Remove it from the game. Please do not eat it.)

MYSTIC – If you accumulate 12 *Fear* cards on your ritual pile at any point in the game, you may immediately perform the Ascension Ritual. Spend half these *Fear* cards; from now on, anyone who looks you directly in the eyes will gain a *Fear* card.

Please note: *all these rules apply only on April 1st. If anyone tries to use them on any other day, we are not responsible for damages.*